

CLAIMS

1. A method of playing a religion-based trivia game comprising:
designating a playing team and an opposing team;
providing at least one trivia card, the trivia card having a religion-based trivia question printed thereon and an answer to the religion-based trivia question printed thereon, wherein the religion-based trivia question is based on any of a plurality of religions;
providing an answer to the religion-based trivia question by the playing team;
challenging the playing team by the opposing team if the opposing team believes the answer provided by the playing team is incorrect;
providing an answer to the religion-based trivia question by the opposing team if the opposing team challenged the playing team;
if the answer provided by the playing team is correct after the opposing team challenged the playing team, rewarding the playing team and penalizing the opposing team,
else if the answer provided by the playing team is incorrect after the opposing team challenged the playing team, rewarding the opposing team and penalizing the playing team.
2. The method of claim 1, further comprising providing a game board having a top surface, the top surface having a game path including a plurality of spaces printed thereon.
3. The method of claim 2, wherein the top surface generally has a rectangular shape.
4. The method of claim 1, wherein the at least one trivia card has a first side with the religion-based trivia question printed thereon and a second side with the answer to the religion-based trivia question printed thereon.
5. The method of claim 1, wherein the plurality of religions comprise Christianity, Judaism, Buddhism, Hinduism, Islam, the New Religious Movement,

Jainism, Baha'i Faith, Confucianism, Shinto, Sikhism, Taoism, Zoroaster, Vodun, eastern religions, classical paganism, and prehistoric religions.

6. The method of claim 2, wherein rewarding comprises advancing the team forward one space on the game path.

7. The method of claim 2, wherein penalizing comprises retreating the team backward one space on the game path.

8. The method of claim 1, further comprising further rewarding the opposing team if the answer provided by the opposing team is correct after the opposing team challenged the playing team.

9. A method for playing a religion-based trivia game comprising:
designating a playing team;
providing a game board having a top surface, the top surface having a game path including a plurality of spaces printed thereon, wherein at least one of the spaces is a religious-action space;
providing at least one trivia card, the trivia card having a religion-based trivia question printed thereon and an answer to the religion-based trivia question printed thereon, wherein the religion-based trivia question is based on any of a plurality of religions;
providing an answer to the religion-based trivia question by the playing team;
rolling a die and advancing a game token along the game path by the playing team if the answer provided by the playing team is correct, else losing a turn by the playing team; and
performing a religious action by the playing team if the game token is advanced onto the religious action space.

10. The method of claim 9, wherein the plurality of religions comprise Christianity, Judaism, Buddhism, Hinduism, Islam, the New Religious Movement, Jainism, Baha'i Faith, Confucianism, Shinto, Sikhism, Taoism, Zoroaster, Vodun, eastern religions, classical paganism, and prehistoric religions.

11. The method of claim 9, wherein the religious action is a Christianity action, a Judaism action, a Hinduism action, a Buddhism action, or an Islam action.

12. The method of claim 11, wherein the Christianity action comprises at least one player of the playing team performing:

- going to an entrance of the room in which the game is being played;
- turning to face the interior of the room;
- motioning as if the player is dipping the player's right middle finger into a dish of water to the right of the player;
- touching the player's right middle finger to the player's forehead;
- bowing by bending the player's left knee while sweeping the player's right leg behind the player;
- touching the player's right middle finger to the player's chest;
- touching the player's right middle finger to the player's left shoulder;
- touching the player's right middle finger to the player's right shoulder;
- standing up;
- turning around; and
- exiting the room.

13. The method of claim 11, wherein the Hinduism action comprises at least one player of the playing team performing:

- sitting on the floor with the player's legs crossed;
- placing the player's hands on the player's knees with the player's palms facing up;
- touching the player's middle finger to the player's thumb on each hand;
- closing the player's eyes;
- inhaling;
- exhaling and chanting the word "om" as the player exhales; and
- repeating the chant a plurality of times.

14. The method of claim 11, wherein the Buddhism action comprises at least one player of the playing team performing:

- standing on a floor;
- placing the player's hands together in a prayer position over the player's head;
- moving the player's hands down to a location proximate the player's forehead;
- moving the player's hands down to a location proximate the player's chest;
- kneeling down to the floor;
- moving the player's hands down to a location on the floor proximate the player's knees;
- bowing down and touching the player's forehead to the floor; and
- standing up and repeating the Buddhism action a plurality of times.

15. The method of claim 11, wherein the Judaism action comprises at least one player of the playing team performing:

- standing at a table;
- lighting a candle that is placed on the table if a candle is available, else pretending to light an imaginary candle;
- raising the player's arms out to the player's sides;
- turning the player's palms to face the candle light;
- motioning to gather up the light with the player's hands and pull the light to the player's eyes; and
- moving the player's hands over the player's eyes.

16. The method of claim 11, wherein the Islam action comprises at least one player of the playing team performing:

- turning in circles to the right a predetermined number of times;
- chanting a plurality of names of Allah while turning to the right;
- turning in circles to the left a predetermined number of times; and
- chanting a plurality of names of Allah while turning to the left.

17. A religion-based trivia game comprising:

- a game board having a top surface, the top surface having a game path

including a plurality of spaces printed thereon, wherein at least one of the spaces is a religious-action space and each space is associated with at least one of a plurality of religions;

at least one trivia card, the trivia card having a religion-based trivia question printed thereon and an answer to the religion-based trivia question printed thereon, wherein the religion-based trivia question is based on any of the plurality of religions;

a plurality of game tokens;

a die;

a debate mechanism; and

a religious-action mechanism.

18. The religion-based trivia game of claim 17, wherein the debate mechanism allows an opposing team to challenge a playing team if the opposing team believes the playing team has provided an incorrect answer to a trivia question.

19. The religion-based trivia game of claim 17, wherein the religious-action mechanism requires a playing team to perform a religious action when a game token of the playing team advances to the religious-action space.

20. The religion-based trivia game of claim 17, wherein the plurality of religions comprise Christianity, Judaism, Buddhism, Hinduism, Islam, the New Religious Movement, Jainism, Baha'i Faith, Confucianism, Shinto, Sikhism, Taoism, Zoroaster, Vodun, eastern religions, classical paganism, and prehistoric religions.